

# FRANCA GARZOTTO

## CURRICULUM VITAE

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## 1. GENERAL INFORMATION

<b>Place and Date of Birth</b>	SCHIO (VI) 17/12/1959
<b>Civil Status</b>	Married - 2 children
<b>Education</b>	
May 1989	<b>PhD Degree</b> in Information and Systems Engineering - Politecnico di Milano (Italy)
July-August 1987	Summer classes at <b>Stanford University</b> on: "Building Expert Systems" (proff. M. Genesereth & D. Lenat); Knowledge Engineering (prof. J. McCarthy)
February 1985	<b>Master of Science Degree</b> in <b>Mathematics</b> - University of Padova (Italy) (110/110)
<b>Career</b>	
2024-present	Full Professor in Information and Computer Engineering (SSD ING-INF/05) at University of Milan Bicocca – Dept. of Psychology and full professor ex art. 6 - comma 11 l. 240/2010 at Politecnico di Milano
2025-present	Vice-Director of Me.Te – Interuniversity Research Center “Me.Te - Methods and Technologies for the Empowerment of persons with cognitive and linguistic disability” (Partners: Politecnico di Milano and University of Milan-Bicocca)
2024	Director of Me.Te
2010-present	Director of i3LAB – Innovative Interactive Interfaces Laboratory ( <a href="https://i3lab.polimi.it/">https://i3lab.polimi.it/</a> ) at the Dept. of Electronics, Information and Bio-engineering (DEIB) Politecnico di Milano
1998-2024	Associate Professor in Information and Computer Engineering at Politecnico di Milano - DEIB
1990-1998	Senior Researcher at Politecnico di Milano-DEIB
1989-1990	Post-Doc Researcher/Assistant Professor at Politecnico di Milano-DEIB
<b>Parental Leave</b>	January-June 1996; February-July 1998
<b>Research Field</b>	HCI-Human Computer Interaction
<b>Technological Areas</b>	Virtual, Augmented, and Mixed Reality; Interactive Internet of Things; Conversational Agents, Generative AI; Large Language Models
<b>Application domains</b>	Well-being, Screening, and Therapy of persons with cognitive and intellectual; Children’s Education; Environmental Sustainability; Cultural Heritage
<b>Past Research Interests</b>	Hypermedia Modeling; Usability Evaluation; Web Engineering; Recommender Systems

## 2. RESEARCH

As evident from my publication record, my research trajectory is diverse in terms of research fields, technologies, and application domains. It began in the realm of "Hypertext & Hypermedia," expanded into "Web Engineering," and gradually shifted toward Human-Computer Interaction (HCI) and assistive technology. My research achievements have found applications in various sectors. While I initially focused on cultural heritage, tourism, and e-commerce, I later delved into education, learning, mental health, and well-being, with particular attention to individuals with cognitive and linguistic impairments, especially children.

Despite this apparent diversity in my activities, certain underlying concepts have guided my entire research journey, serving as a common thread connecting my efforts across different timeframes, disciplines, and application domains:

- A strong emphasis on addressing real-world problems, viewing them as contexts for inspiration, hypothesis validation (or refutation), and tangible benefits for people.
- A multidisciplinary approach, which seeks to bridge and leverage approaches from various fields both within and outside computer engineering. This approach aims to address real-world problems more effectively and discover original solutions.
- A commitment to validating methodological and scientific results through user-centered empirical studies.
- Recognizing the significance of abstraction and conceptualization in requirements analysis, design, and technological development.

In 2010 I funded i3lab - Innovative Interactive Interfaces Laboratory (<https://i3lab.polimi.it/>) – a multidisciplinary research laboratory at Politecnico di Milano-DEIB that currently hosts: 4 PhD students in Information Engineering; 1 PhD student in Psychology; 1 PhD student in Design&Engineering; 2 Post-Docs; 8 Thesis Interns (8 Computer Engineering students and 2 Design Students); 1 RTDA Assistant Professor.

In 2023 I created Me.Te – Interuniversity Research Center “Me.Te - Methods and Technologies for the Empowerment of persons with cognitive and linguistic disability” (Partners: Politecnico di Milano and University of Milan-Bicocca). The Center aims to establish itself as a scientific reference entity at both national and international levels in the field of language and cognitive disorders. Through an interdisciplinary approach, it seeks to explore technological solutions and new methods for diagnostic, clinical, educational treatment, and support for autonomy in daily life.

## 2.1 Scientific Production and Publication Impact

I am ranked among the **World’s Top 2% Scientists** by the Stanford University Ranking (a global ranking of the most productive scientists prepared by Stanford University in collaboration with Elsevier and the “Scopus” database of the world’s scientific research - <https://alumni.polimi.it/en/2023/12/18/202-scienziate-e-scientiati-del-poli-nella-classifica-dei-migliori-al-mondo/>)

- (Co-)author of **>40** Journal Papers, including **21** in **Q1** journals (e.g. CACM, ACM Comp. Surveys, ACM TOIS, Multimed Tools Appl, HCI, J. of Social Robotics, IEEE Access, J. of Child Comp. Int., BMC, IEEE SW) and **5** in **Q2** journals (e.g., ACM Trans. Comput. Healthcare, Appl. Sci., Multimodal Technol. Interact., Soft. Prac. Exp.) (Reference Ranking: SCIMAGO)
- (Co-)author of **> 200** conference papers: **38** publications in the proceedings of **A\*** conferences (e.g., CHI, Hypertext, Ubicomp, ESEC, IEEE VR, WWW) **32** publications the proceedings of **A** conferences (e.g., HICSS, HRI, ER, IUI, ISS, RecSys, RE, ITS, MM); **59** publications the proceedings of **B** conferences (e.g. IDC, INTERACT, AVI, RO-MAN, HCIIS) (Reference Ranking: CORE)
- Editor of the proceedings of 2 international conferences (3 volumes): IDC 2009 and ICHIM 2001

**Publication Impact** (Google Scholar-last inspected Jan, 2025)

**h-index: 45; i10-index: 171; citations: 9875;**

Most cited paper: **1387** citations

## 2.2 Current Research

My current research focuses on designing, developing, and evaluating innovative technological solutions for individuals with special needs, particularly children with cognitive and language disorders. The primary enabling technologies include Interactive IoT (which facilitates creative interactive solutions such as smart objects and multisensory smart spaces), Virtual/Augmented/Mixed Reality, Conversational Agents, Generative Artificial Intelligence, Voice Analysis, and Emotional Computing. These technologies are often combined to support multiple interaction paradigms within the same user experience, enhancing engagement and maximizing effectiveness. All developed applications are co-designed with domain experts, including caregivers, special educators, and therapists, and undergo rigorous empirical studies for evaluation.

### 2.2.1 Smart Objects

Smart Objects refer to digitally enhanced physical materials designed to support Tangible Interaction. These objects incorporate embedded sensors and actuators, allowing them to move, produce vibrations, and display sound and visual stimuli in response to user manipulation. The research outcomes encompass the development of novel forms of Tangible Interaction and the creation of Smart Objects of various sizes, shapes, and physical materials. These objects, ranging from simple blocks and puppets to robot-like characters, support innovative approaches to education, learning, and rehabilitation for children with cognitive and communication impairments.

- *Scientific/Engineering significance:*  
Various smart objects have been created (Polipo, Moovy, VIC, ELE, Puffy, Krog) that challenge the current state of the art in interactive Internet of Things and are characterized by sophisticated design solutions grounded on neuro-psychological theories on cognition and language processing.
- *Societal Impact:*  
Past and ongoing empirical studies highlight the potential of these smart objects as learning tools for children with severe cognitive disability and as therapeutic tools in the treatment of language disorders.
- *Industrial Impact:*  
Moovy has participated in two startup competitions: StarCup Lombardia, where it reached the finalist stage, and S2P-Switch2Product, which it won. As a result of winning the second competition, Moovy received a grant of 30,000 euros and garnered interest from several investors, as detailed in the 'Technology Transfer' section

## 2.2.2 Multimodal Multisensory Smart Spaces

The technologies developed within this research, initially funded by the Polisocial Award Project LUDOMI (<https://ludomi.polimi.it>) have the capacity to transform any ordinary room into a 'Magic Room.' This entails creating a smart multisensory space where lights, immersive projections on walls and floors, music, sounds, aromas, soap bubbles, and physical materials are all digitally controllable, programmable, and interactive. The interaction paradigm within a Magic Room is multimodal, allowing users to engage with multimedia content through movements, gestures, touch, and physical object manipulation. The research in this field addresses challenges related to both technology, such as the efficient integration and control of multiple sensors, actuators, and multimedia content, and interaction design, aiming to create enjoyable, engaging, user-friendly, and meaningful experiences for end-users.

- *Scientific/engineering significance:*  
The Magic Room stands out for its ability to support various user interaction paradigms, including gestures, movements, wall touch, object manipulation, and voice commands. It offers personalization, activity configuration, and real-time control of multimodal interactions and stimulus generation. This technology facilitates the creation of numerous interactive activities suitable for education, social skills development, addressing cognitive, linguistic, and motor impairments, as well as testing and validating or refuting neuro-psychological theories on human cognition. Extensive empirical studies conducted at two schools and a therapeutic center underscore the potential of Magic Rooms for children's game-based learning, inclusive education, and therapy. Furthermore, a conceptual model has been developed and evaluated to support the systematic design and development of Multimodal Multisensory Smart Spaces
- *Societal Impact:*  
Four Magic Rooms are currently installed and in use: at two schools near Milan, at a therapeutic center in Rome, and at University of Milan Bicocca. Two Magic Rooms are being installed at Fondazione Bellora Therapeutic Center (Gallarate, MI), and Istituto Don Orione Therapeutic Center (Genova)

## 2.2.3 Virtual/Augmented/Mixed Reality

My research in the field of Virtual/Augmented/Mixed Reality (XR) focuses on two main aspects: the accessibility and usability of XR interaction (particularly for users with cognitive and linguistic impairments) and the integration of XR technology with wearable biosensors, such as wristbands and eye trackers. These biosensors are employed to gather pertinent data about the user's physical and psychological state, facilitating personalization and adaptation of the XR user experience.

This research has led to the development of a range of VR and AR applications, compatible with various headsets (e.g., Oculus, Google Cardboard, Pico), mobile devices (including tablets and smartphones), and biosensors (e.g., Empatica). These applications support assessment and therapy for individuals with language impairments (e.g., stuttering) and those with cognitive disorders, helping them develop communication skills, attention skills, and autonomy through game-based simulation tasks. In the realm of Mixed Reality (MR), Microsoft HoloLens has been utilized to assist the elderly with Alzheimer's or intellectual decline, offering a variety of simulation activities integrated with a Vocal Assistant to enhance cognitive and memory skills.

- *Scientific/Engineering significance.*  
Novel solutions, both in terms of design and technology, have been developed, including: i) Shared VR environments for multi-user cooperation. ii) Integration with various types of bio-sensors. iii) AI algorithms for interpreting and visualizing bio-signals. iv) Extensions of standard HoloLens technology to facilitate communication with external devices for user activity configuration and real-time control. All applications have undergone empirical evaluations, involving children at three therapeutic centers and elderly patients at a nursing home.
- *Societal Impact:*  
The developed applications are currently used at a therapeutic center in Rome (CRC <http://www.crc-balbuzie.it/>) in interventions for language and communication impaired persons and at Istituto Neurologico Besta - Milano
- *Industrial Impact:* Some VR applications have been integrated in Ticuro, the commercial e-health service platform of Reply SpA.

## 2.2.4 Conversational Agents and Generative Artificial Intelligence

This research initially centered on rule-based conversational agents taking different forms of embodiment, e.g. virtual characters in Graphical User Interfaces (GUIs) and XR environments, smart objects, and social robots. These agents were designed to support education and therapy for individuals with cognitive or linguistic impairments or to aid in the execution of professional tasks, such as data science analysis. With the emergence of off-the-shelf Generative Artificial Intelligence (GenAI), particularly Large Language Models (LLMs), new technological solutions have been explored for conversational agents in the domains of education and therapy for children with cognitive and linguistic impairments. The aim is to identify the barriers to the adoption of these technologies and their potential benefits for both learners/patients and educators/caregivers. The research on GenAI focuses on two main aspects: i) evaluating the accessibility of LLMs; ii) assessing GenAI's capability to generate multimedia content suitable for the therapy and learning processes of individuals

with cognitive and linguistic impairments.

- **Scientific/Engineering significance:**  
This research addresses a significant gap in the current state of the art, specifically the limited exploration of GenAI as tools for individuals with cognitive and linguistic disabilities. The conversational agents developed in this research represent advancements in the field, both in terms of design principles and technology. Notably, the work incorporates insights from recent psycholinguistic theories, developed in collaboration with the linguistics research group at the University of Milano Bicocca. On the technological front, a novel architecture has been devised for multimodal multiuser LLM-driven chatbots.
- **Societal Impact:**  
The introduction of inclusive conversational agents presents new opportunities for linguistic rehabilitation among children. Empirical studies conducted at three therapeutic centers, involving a total of 70 children with communication impairments, underscore the potential societal impact of the solutions developed in this research.

### 2.2.5 Voice Analysis and Emotional Computing

This research is pioneering the development of novel voice analysis techniques utilizing Machine Learning to achieve two primary objectives: i) Extracting emotions (joy, sadness, fear, anger, surprise, disgust, neutrality) from speech by analyzing the semantics of linguistic production and the audio's harmonic and sound features. In collaboration with MIT – McGovern Institute for Brain Research (Prof. Thomas Quatieri and Prof. Satrajit Ghosh), these techniques are expanding to consider additional audio features. ii) Identifying patterns and audio features in the vocal productions of young children that can serve as predictors of language disorders and can be used for children's screening.

- **Scientific/Engineering significance:**  
This research advances the state of the art in speech analysis, for the novelty of the Machine Learning algorithms for audio signal processing and because it makes available to the scientific community a new speech dataset ("Emozionalmente") to train algorithms for emotional computing. The dataset - created using crowdsourcing – contains 6902 emotionally tagged audio samples and represents the largest emotionally tagged speech corpus in Italian. The research also paves the ground for novel screening techniques in the evaluation of the young children's risks of language disorders.
- **Societal Impact:**  
The techniques developed have led to the creation of different types of speech-based interactive applications that overall have the potential to become innovative complementary resources in current therapeutic practices: 1) A tool for the (semi-)automatic interpretation of vocalizations from nonverbal or minimally verbal children and adults. 2) A web-based vocal "trainer" called EMOTY designed to improve emotional communication skills for individuals with limited or no capability to express and recognize emotions, a common challenge among people with autism; The usability and effectiveness of EMOTY for supporting therapy have been explored in a preliminary study across two therapeutic centers (CRC in Rome and IRCCS Medea in Lecco). 3) A web-based tool called MARS, which collects children's audio production during playful repetition tasks, and generates structured data to identify the children at risk of language disorder. The evaluation of MARS as screening tool is still in its preliminary stages, but initial results from the first empirical study are promising.

### 2.2.6 Ongoing Projects

#### **PNRR MUSA/Spoke 6**

MUSA – Multilayered Urban Sustainability Action is a PNRR (the National Recovery and Resilience Plan) "Ecosystem" project with the primary goal of strengthening social inclusiveness. I am actively involved in Spoke 6/Task 2.2, which focuses on empowering individuals with disabilities. Specifically, my role centers on the design, development, and evaluation of technological tools utilizing VR, AR, and Conversational Agents. These tools aim to enhance the autonomy of individuals with cognitive impairments in urban mobility. They exploit a novel "cross-reality" paradigm. VR is utilized for training via the simulation of urban mobility tasks (such as using public transportation), AR provides support during urban mobility activities (e.g., while using public transportation), and Conversational Agents assist users in both situations.

#### **TELL- A Technology-driven linguistic intervention for children with language and literacy weaknesses**

This is a 2 years project (2023-2025) funded in PRIN program (Progetti di Ricerca di Rilevante Interesse Nazionale) titled "A technology-driven linguistic intervention for children with language and literacy weaknesses" led by University of Verona (Dept. of Psychology-Prof. Denis Delfitto) and in cooperation with University of Milano Bicocca (Dept. of Psychology – prof. Maria Teresa Guasti). The project aims at developing innovative methods and interactive digital tools for the screening and personalized treatment of children with language impairments and literacy weakness, particularly addressing those belonging from disadvantaged communities. In TELL, I am Unit PI (Principal Investigator) for Polimi and leader of Task 2 (Codesign of Technological Materials) and Task 4 (Development of technological materials and technological assistance). Novel technological solutions are under development that integrate *speech-based conversational agents* and *visual avatars* in a multimodal interface for therapeutic tools, and Generative AI for the production of personalized multimedia therapeutic content.

## **AMIDEL-Agenti Multimodali Intelligenti per interventi valutativi e terapeutici nei bambini con Disturbi Evolutivi del Linguaggio**

*I am the originator and coordinator of AMIDEL - a 2 years project (2023-2024) funded by a private foundation (Falck Foundation). AMIDEL aims at developing new AI-driven tools for the early screening of language disorders, using different interaction paradigms and different kinds of user interfaces: GUIs (Graphical User Interfaces), smart objects, conversational interfaces, and Hololens-based mixed reality.*

### **ACTIVE3 – Everyone, Everywhere, Everyday**

This is a three years project (2022-2025), funded by Fondazione Cariplo and Regione Lombardia. It focuses on the design, development and evaluation of technological and organizational solutions to support the wellbeing of all children through inclusive technology enhanced physical activity. *I am the leader of task T2.2.2- Set-up of immersive multisensory activities and virtual/augmented reality. We are developing i) an advanced version of the Magic Room technology that integrates a sensorized climbing wall with the current cyber-physical system; ii) a new set of multisensory interactive activities for children to enhance cognitive and physical skills.*

### **Hear&Act**

Hear&Act is a 2-years project (2024-2026) funded by the “Italian Ministry for Enterprises and Made in Italy” and coordinated by Medispa SpA. It aims to develop an innovative technological solution for measuring the psychological and mental well-being and emotional well-being of workers in the workplace. The goal is to predict potential cases of burnout, stress, anxiety, and emotional disorders through the analysis, based on Machine Learning, of audio generated by employees' vocal interactions with smart objects and recordings acquired through short gamification experiences using smartphones. *I am the Scientific Coordinator of Hear&Act, and Responsible for Workpackages “OR 2 - Emotional profiling and classification of mental health status through AI” and “OR 3 - Development of hardware and software prototypes for speech collection”.*

## 2.3 Past Research

### 2.3.1 Hypertext, Hypermedia, and Web Engineering

During my PhD, I defined the first conceptual model for hypertext and hypermedia and a design methodology that is acknowledged as the first attempt to support a systematic, engineering approach to the development of this class of system. The first conference publication on HDM (published in ACM HYPERTEXT 1991) and the following journal articles (published in 1993 in ACM TOIS and in 1993 in CACM) are considered seminal papers, paving the ground for the development of model-based web engineering. HDM provides some key modeling abstractions for hypertext/hypermedia systems, and is the ancestor of most existing models and design approaches for (multichannel) web applications. The paper (F. Garzotto, P. Paolini, D. Schwabe (1993). HDM - A Model Based Approach to Hypermedia Application Design. ACM Trans. on Inf. Sys.) has 1140 citations (slightly increasing every year). Later, I have enriched the original model-based approach with ideas inspired by communication science, marketing, and branding, defining a conceptual framework for analysis and representation of web communication requirements and e-branding.

### 2.3.2 Usability Evaluation

I applied the idea of "going model based" to web usability evaluation. I defined and evaluated two model-based inspection methods to support an engineered approach to the detection of usability problems: SUE (Systematic Usability Evaluation) and MILE (Milano-Lugano Evaluation method). This work led to a number of publications in top-level HCI journals. MILE method has been exploited for usability assessments in various industrial contexts (e-commerce, e-business, e-banking, e-tourism).

### 2.3.2 Recommender Systems

This research focused on the quality of Recommender Systems (RSs) and was one of the first systematic attempts to address the effectiveness of recommendations from a user centric perspective. A set of wide empirical studies (with hundreds of subjects tested) were performed that provided, for the first time, some empirical evidence of the correlation between user's perceived quality of recommendations and two design factors: recommender algorithms and number of user ratings (profile length).

## 2.4 Ongoing Cooperations

### 2.4.1 Academic Cooperations

Several research activities are carried out in cooperation with researchers from top level universities, in Italy and abroad:

- University of Milano-Bicocca (proff. Guasti, Ognibene, Arosio, Romano, Sticchi, Romero). Topic: Multimodal digital tools for mental health and wellbeing monitoring, and for children' language disorders
- University of Verona (prof. Denis Delfitto) – Topic: Multimedia material creation based on Generative AI for linguistic skills enhancement intervention
- UCL- University College London - Interaction Center (prof. Enrico Costanza) – Topic: Conversational Agents for energy communities and environmental sustainability
- UCL - University College London- Global Disability Innovation Hub (prof. Cho Youngjun) - Topic: Multimodal

Interfaces for children with special needs

- MIT - McGovern institute for Brain Research (Prof. Thomas Quatieri and prof. Satrajit Ghosh) Topic: AI -based speech analysis for emotion detection and autism screening/intervention
- MIT Media Lab (USA) – Personal Robotics (Lab Prof. Cynthia Breazeal); Topic: Social Robots and Conversational Interaction for autistic children
- University Pompeu Fabra (Barcelona, Spain) – Child Computer Interaction Lab (Prof. N. Pares). Topic: Smart Spaces for autistic children
- University of Tampere (Finland), Interactive Technology Group, Finlandia (prof. Markku Turunem). Topic: Multisensory Multimodal Interaction for children with special needs
- University of Melbourne (Australia)- Research Centre for Social Natural User Interfaces and Interaction Design Laboratory (Prof. Frank Vetere) Topic: Generative AI for Children’s Creativity stimulation

## 2.4.2 Cooperations with rehabilitation and care centers

Research on interactive technology for persons with cognitive and linguistic impairments is performed with the collaboration of specialists at top level rehabilitation centers and care centers, who contribute to the design of the user experiences and to the empirical studies to evaluate their effectiveness.

### Rehabilitation Centers

- IRCCS Istituto Neurologico Besta (<https://www.istituto-besta.it/>)
- IRCCS Medea (<https://emedea.it/medea/it/>)
- Fondazione Don Gnocchi (<https://www.dongnocchi.it/>)
- Centro Riabilitativo Terapeutico CRC – Roma <https://www.crc-balbuie.it/>
- Piccolo Cottolengo di Don Orione <https://www.donorione-genova.it/case/paverano/>
- Fondazione Sacra Famiglia - Cesano Boscone (<https://www.sacrafamiglia.org/en/home-sacra/>);

### Care Centers

- Cooperativa L’Abilita’ – Milano <https://labilita.org/>
- Cooperativa “Fraternita’ ed Amicizia” – Milano <https://www.fraternitaeamicizia.it/>
- Associazione “L’Impronta” – Milano <https://www.impronta.it/>
- Cooperativa “Casa Pionieri” – Milano <http://www.casepionieri.org/>
- Cooperativa “Imparole” – Milano <https://www.imparole.it/>
- Fondazione Bellora – Gallarate <https://www.fondazionebellora.it/>
- Opera Don Orione – Genova <https://www.donorione-genova.it/>

## 2.5 Awards

### 2.5.1 International Awards for Research Projects

#### IBM Faculty Award 2013

This award is given annually by IBM to researchers who stand out worldwide for the quality, the innovation and the industrial relevance of their research. I received this award (US \$ 18.000) for my research titled: *“Bodily Interaction on the cloud for Remote Therapy of Motor and Intellectual Disability”*

#### “Success Story Project Award” 2014 of the Directorate-General for Education and Culture of the European Commission.

The project M4ALL - Motion-based adaptable playful learning experiences for children with motor and intellectual disabilities, coordinated by Franca Garzotto, has been selected as a *“success story”* by a panel of experts from the *Directorate-General for Education and Culture of the European Commission*. *“Success stories”* are finalized projects that have distinguished themselves by their impact, contribution to policy-making, innovative results and/or creative approach and can be a source of inspiration for others. The choice of the project of Franca Garzotto and her research team as a success story was made on the basis of a selection process according to rigorous criteria regarding the quality, relevance and results.

#### BEST EIT ICT Labs 2014 DEMO - CEBIT 2014 (Hannover, March 2014)

Assigned by EIT (European institute of Technology) for the live demo of project *“Playful Learning on the Cloud”* (Project Coordinator: F. Garzotto) at CEBIT 2014 (the world's leading business ICT event)

#### BEST European Commission LIFE LONG LEARNING PROGRAM (LLP) DEMO - Online Educa 2013 Conference (Berlin, May 2014)

Assigned by the European Commission for the live demo of EC LLP project: *“M4ALL - Motion-based adaptable learning for children with disabilities”* (Project Coordinator: F. Garzotto) at Online Educa 2013 Conference

#### IBM Faculty Award 2016

This award is given annually by IBM to researchers who stand out worldwide for the quality, the innovation and the industrial relevance of their research. I received this award (US \$ 15.000) for my research titled: *“SACRE-Socially Assistive Cognitive Robotics for the Elderly”*.

#### EIT Innovators Awards 2016 - Finalist

Every year, EIT Innovators Award recognises the innovation projects co-funded by the EC Program *EIT (European Institute*

of Technology) that have developed a product, service or process with a high business or social potential. The EIT DIGITAL project P3S (“Playful Supervised Smart Spaces”), coordinated by Franca Garzotto, has been selected among approximately 200 EIT projects in 2016 as one of the 10 short listed and 3 finalists for the Award in 2016.

### 2.5.2 National Awards for Research Projects

POLISOCIAL AWARD is the social responsibly project of Politecnico di Milano; annually, it assigns an award (ranging from 50.000 to 80.000 eu) to outstanding research projects that address *socially relevant topics*.

#### **POLISOCIAL Award 2013**

I received the Polisocial 2013 award (eu 79.000) for the project titled: “ Interazione gestuale multicanale a supporto delle attività educativo-terapeutiche per l'autismo infantile” (Multichannel gestural interaction to support therapy and education of autistic children)

#### **POLISOCIAL Award 2017**

I received the Polisocial award 2017 (eu 78.000) for the project titled: LUDOMI- Smart Multisensory Spaces for Children with Intellectual Disability” (<https://ludomi.polimi.it/en/ludomi-welcome/>)

### 2.5.3 Publication Awards – International Conferences

- UAHCI 2024 - Universal Access in Human-Computer Interaction Conference – Best Full Paper Award  
Alberto Patti, Francesco Vona, Anna Barberio, Marco Domenico Buttiglione, Ivan Crusco, Marco Mores, Franca Garzotto (2023). Training Attention Skills in Individuals with Neurodevelopmental Disorders Using Virtual Reality and Eye-Tracking Technology. In: Antona, M., Stephanidis, C. (eds) Universal Access in Human-Computer Interaction. HCII 2024. Lecture Notes in Computer Science, vol 14697. Springer, Cham. [https://doi.org/10.1007/978-3-031-60881-0\\_23](https://doi.org/10.1007/978-3-031-60881-0_23)
- CONVERSATIONS 2022 - Best Full Paper Award Nomination.  
Abbo, G.A., Crovari, P., Garzotto, F. (2023). Enhancing Conversational Troubleshooting with Multi-modality: Design and Implementation. In: Følstad, A., et al. Chatbot Research and Design. CONVERSATIONS 2022. Lecture Notes in Computer Science, vol 13815. Springer, Cham. [https://doi.org/10.1007/978-3-031-25581-6\\_7](https://doi.org/10.1007/978-3-031-25581-6_7)
- IEEE HRI 2021 Best Short Paper  
Corrado Pacelli, Tharushi Kinkini De Silva Pallimulla Hewa Geeganage, Micol Spitale, Eleonora Beccaluva, and Franca Garzotto. 2022. "How Would You Communicate With a Robot?": People with Neurodevelopmental Disorder's Perspective. In *Proceedings of the 2022 ACM/IEEE International Conference on Human-Robot Interaction (HRI '22)*. IEEE Press, 968–972. **(Conference rank: A)**
- IEEE VR 2021 - Conference Full Paper Honorable Mention  
Maurizio Vergari, Tanja Kojic, Francesco Vona, Franca Garzotto, Sebastian Möller, Jan-Niklas Voigt-Antons. Influence of Interactivity and Social Environments on User Experience and Social Acceptability in Virtual Reality **(Conference rank: A\*)**
- IEEE HICSS 2020 BEST STUDENT FULL PAPER AWARD  
Spitale, M., Catania, F., Crovari, P., and Garzotto, F.(2020). Multicriteria decision analysis and conversational agents for children with autism. In *Proceedings of the 54th IEEE Hawaii International Conf. on System Sciences (IEEE HICSS) 2019 (Conference rank: A)*
- IEEE HICSS 2019 BEST FULL PAPER AWARD  
F. Catania, F. Garzotto, D. Occhiuto “Emoty: a Emotionally Sensitive Conversational Agent for People with Neurodevelopmental Disorder”. *Proceedings IEEE Hawaii International Conference on System Sciences (IEEE HICSS) 2019 (Conference rank: A)*
- ACM IUI 2019 (*International Conference on Intelligent User Interfaces 2019*): BEST POSTER AWARD  
G. Cosentino, G. Leonardi, M. Gelsomini, M. Spitale, M. Gianotti, F. Garzotto, V. Arquilla. 2019. GENIEL: an auto-generative intelligent interface to empower learning in a multi-sensory environment. In *Proceedings of the 24th International Conference on Intelligent User Interfaces (IUI '19)*. ACM, New York, NY, USA, 27-28. DOI: <https://doi.org/10.1145/3308557.3308685> **(Conference rank: A)**
- NOMINATION FOR ACM CHI 2018 GOLDEN MOUSE AWARD/Best video Award  
Alessandro Ubaldi, Mirko Gelsomini, Marzia Degiorgi, Giulia Leonardi, Simone Penati, Noëlie Ramuzat, Jacopo Silvestri, and Franca Garzotto. 2018. Puffy, a Friendly Inflatable Social Robot. In *Proc. 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)*. ACM **(Conference rank: A\*)** – Video + paper
- IEEE ROMAN 2016 - BEST FULL PAPER AWARD - KAZUO TANIE AWARD - 25th IEEE International Symposium on Robot and Human Interactive Communication.  
A. Bonarini, F. Garzotto, M. Gelsomini, M. Romero, F. Clasadonte and A. N. Ç. Yilmaz, "A huggable, mobile robot for developmental disorder interventions in a multi-modal interaction space," *2016 25th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN)*, New York, NY, 2016, pp. 823-830, doi: 10.1109/ROMAN.2016.7745214. **(Conference rank: A)**



- *ACM AVI (Advanced Visual Interfaces) 2014 . BEST SHORT PAPER AWARD.*  
Franca Garzotto, Mirko Gelsomini, Luigi Oliveto, and Matteo Valoriani. Motion-based touchless interaction for ASD children: a case study. **(Conference Rank B)**
- *ACM IDC 2012 (Interaction Design and Children) - BEST WORKSHOP PAPER AWARD*  
F. Garzotto, R. Gonella “Children’s co-design and inclusive education. Proc. ACM IDC 2011 Interaction Design and Children 2011”. Ann Arbor (USA)- June 2011. ACM 260-263. **(Conference rank: B)**
- *ACM IDC (Interaction Design and Children) 2010. BEST FULL PAPER AWARD*  
F. Garzotto, M. Bordogna “Paper Based Multimedia Interaction as Learning Tool for Disabled Children” . Proc. ACM IDC 2010 – 10th ACM International Conference on Interaction Design and Children. Barcelona (Spain) 77-88, ACM **(Conference rank: B)**

## 2.6 Invited Talks and Seminars

### Invited Talks at International Conferences or Events

- World Usability Day 2022 (Turin, October 2022) – Invited Talk “How can interactive technologies help persons with communication disorders”
- IBM Academic Days 2018 – Cambridge (UK). Invited talk “Conversational Interaction for Inclusion” (April 2018)
- Autisms 2018 – International Conference on Autism (Rimini, May 2018). Invited talk “From Virtual Reality to Smart Objects for Children with Autism”.
- World Usability Day 2018 (Milan, May 2018) – Invited Talk “Designing for Special Needs”
- ACM Grace Hopper Celebration of Women in Computing 2017 (Orlando, FL, Oct. 2017) – Invited talk “Smart Objects for People with Cognitive Impairment”
- Autisms 2014 – International Conference on Autism (Rimini, May 2016). Invited talk title “Smart Multisensory Spaces and Cognitive Disability”
- Autisms 2016 – International Conference on Autism (Rimini, May 2016). Invited talk title “Innovative Interactive Technologies for Autism”
- ACM IUI 2012 – Intelligent User Interface Conference 2012 (Lisbon, Portugal, Feb 2012) Invited talk “Investigating the Persuasion Potential of Recommender Systems: An Empirical Study”
- ACM IUI 2012 – Intelligent User Interface Conference 2012 (Lisbon, Portugal, Feb 2012) Invited Talk Title “Investigating the Persuasion Potential of Recommender Systems: An Empirical Study” (with P. Cremonesi)
- UX’12 - User eXperience Conference 2012 (Lugano, CH, October 2012). Invited talk title "Interactive technologies for children: new frontiers"
- ADBIS'01 - International Conference on Advanced Data Base Information Systems Conference 2001 (Vilnius, Lithuania), September 2001. Invited talk title: "Ubiquitous Web Applications (a Design Perspective)"
- "Culture & Internet" - international workshop organized by the Belgium Presidency of the European Union in Mons (Belgium) - September 21, 2001. Invited talk title: "Quality of Cultural Web Sites: A User Perspective"

### Invited Seminars at national and international universities

- Interactive Smart Spaces: A Multidisciplinary Perspective. University of Milano Bicocca- Dept. of Psychology May 2019
- “Innovative Interactive Technologies for Children with special needs” – Marie Skłodowska-Curie Project Multimind Summer School – Como (Italy) September 2019
- “Multimodal Interaction for Persons with Cognitive Disability” – University of Edinburgh (UK) - November 2019
- “Advanced User Interfaces for Inclusion” - University of Tampere (FI) , August 2018
- Tangible Interaction for children with special needs. University of Bolzano (Italy) May 2017
- “User Centric vs. Algorithmic Evaluation of Recommender Systems2 (with P. Cremonesi), Ecole Polytechnique Federale de Lausanne – EPFL October 2015
- "Interactive Technology for Disabled Children: From Tangibles to Motion-Based Touchless Interaction. Georgia Institute of Technology (USA) October 2013
- ““From design to usability evaluation of web applications” University Carlos III di Madrid (Spagna) – January 2006
- "Motion Based Interaction for Disabled Children: A Research Agenda". University of Iowa (USA) - Dept. of Computer Science - August 2012
- "Hypermedia Activities at Politecnico di Milano" - University of Linz (Austria) – Dept. of Computer Science May 1996
- "Hypermedia Design" - New York University - USA (STERN School of Business, Department of Information Systems), May 1993
- "HDM : A Data Model for Hypertext Applications" at "Institute fur Angewandte Informatik und System analyse, Technische Universitat, Vienna" , June 1990

## 2.7 Responsibility in International Conferences

- 2022 **Demo Co-Chair** ACM Multimedia Conference 2022 (Lisbon, Spain)
- 2022 **Paper co-chair** ACM IDC 2022 - 20th ACM International Conference on Interaction Design and Children

	(Athens, Greece)
2016	<b>Panel Co-Chair</b> ACM CHI 2016 (San Jose, CA, USA)
2014-2021	<b>Steering Committee Member</b> ACM IDC International Conference on Interaction Design and Children
2014-present	<b>Steering Committee Member</b> ACM AVI – International Conference on Advanced Visual Interfaces
2014	<b>Program Chair</b> ACM AVI 2014 (Como, Italy, May 2014)
2014	<b>Program Co-Chair</b> ACM IDC 2014 (Aarhus, Denmark, June 2014) - 14th ACM International Conference on Interaction Design and Children
2013	<b>HCI Paper Track Chair</b> - ACM EUROITV 2013 (Como, Italy)
2012	<b>Short Papers Chair:</b> ACM IDC (Interaction Design and Children) 2012 (Bremen, Germany)
2010-present	<b>Steering Committee Member</b> IDC ACM International Conference on Interaction Design and Children
2009	<b>Program Co-Chair</b> ACM CHI 2008 (Florence, Italy, June 2008)
2008	<b>Associate Paper Chair</b> ACM IDC 2009 (Como, Italy, June 2009)- 9th ACM International Conference on Interaction Design and Children
2001	<b>Program Co-Chair</b> ICHIM'01 (Milano, Italy, Sept 2001) 6th International Cultural Heritage Informatics
1999	<b>Tutorial Chair</b> ACM Hypertext'99 (Darmstadt, Germany)
1997	<b>Technical Briefing Chair</b> - ACM Hypertext'97 (Southampton UK)
1992	<b>Conference co-Chair</b> ACM ECHT'92 European Conference on Hypertext (Milano, Italy)
1990	<b>Tutorial Chair:</b> ACM ECHT'90 I- European Conference on Hypertext (Paris, France)

**Member of the program committees/reviewer of several editions of:**

- ACM HYPERTEXT
- ACM IDC (Interaction Design and Children)
- ACM MULTIMEDIA
- ACM CHI - Human Factors in Computing Systems
- ACM NORDICHI
- ACM TEI - Tangible and Embedded Interaction
- ACM AVI - INTERNATIONAL CONFERENCE ON ADVANCED VISUAL INTERFACES
- ACM FUN AND GAMES
- ACM ICWE
- ACM Mobile HCI
- ACM Advances in Mobile Computing & Multimedia
- ACM RecSys (Recommendation Systems Conference)
- INTERACT - IFIP TC13 Conference on Human-Computer Interaction
- WWW - International World Wide Web Conference
- CONVERSATIONS
- ACM CUI – Conversational User Interfaces
- IEEE AINA Advanced Information Networking and Applications
- IEEE VSMM - Virtual Systems and Multimedia
- IEEE WSE - International Symposium on Web Site Evolution
- ICHIM (International Cultural Heritage Informatics Meeting)
- MUSEUMS AND THE WEB
- WEBNET - World Conference on the WWW and Internet
- AMPS - International Conference on Multimedia Access to Cultural Heritage
- E-Learn - World Conference on E-Learning in Corporate, Government, Healthcare & Higher Education
- ED-MEDIA World Conference on Educational Media and Technology
- VAST - International Symposium on Virtual Reality, Archaeology and Cultural Heritage
- AH - Adaptive Hypermedia and Adaptive Web Based Systems
- WEBIST - Web Information Systems and Technologies
- WISE - Web Information Systems Engineering

## 2.8 Organization of International Workshops

1. "Evaluation Methods and Quality Criteria for Multimedia Applications", ACM Multimedia'95, S. Francisco (with M. Turing - University of Munich, Germany)
2. "IWHHD - International Workshop on Hypermedia Design", Montpellier (FR) 2004 (with M. Nanard - University of Montpellier - France)
3. "Design Patterns for e-learning" - INTERACT 2007 (Rome, Sept 2009) (with S. Retalis, University of Piraeus, Greece)
4. "Marginalized Young People - Inclusion Thorough ICT" ACM IDC 2008 (Chicago, June 2008) (with H.

5. Schellowe - University of Bremen, Germany)
6. "Interactive Storytelling for Children" - ACM IDC - Interaction Design and Children Conference 2010 Barcelona (Spain), June 2010 (with P. Paolini - Politecnico di Milano and A.Sabiescu - University of Lugano)
7. "IDC 2011 Doctoral consortium" - ACM IDC - Interaction Design and Children Conference 2011 (Ann Arbor Michigan, US) (with A. Druin - University of Maryland)
8. "Gestural Interaction for Children with Special Needs " - ACM IDC 2013 - Interaction Design and Children New York, June 2013 (with N. Pares, Univ. Pompeu Fabra, Spain, and T. Beker, Tech. Univ. Eindhoven - The Netherlands)
9. "Gestural Interaction for Children with Special Needs " - ACM IDC 2013 - Interaction Design and Children New York, June 2013 (with N. Pares, Univ. Pompeu Fabra, Spain, and T. Beker, Tech. Univ. Eindhoven - The Netherlands)
10. "Rec-KIDS 2017" – ACM International Conference on Recommender Systems (with Sole Pera and Jerry Alan Fails - Boise State University, USA)
11. "KIDS-Rec 2018" – ACM International Conference on Interaction Design and Children 2018 (co-organizers: Sole Pera and Jerry Alan Fails - Boise State University, USA, and Natalia Kucirkova , University College London)
12. "Designing for Refugee Children" at ACM CHI 2019 (co-organizers: Juan Pablo Hourcade, Michail Giannakos, Janet C. Read, Franca Garzotto, Alissa N. Antle, Jerry Alan Fails, Panos Markopoulos, Andrea Palumbos)
13. "Pushing the Boundaries of Participatory Design for Children" - ACM CHI 2019 (co-organizers: Aurora Constantin, Jessica Korte, Jerry Alan Fails, Judith Good, Cristina Adriana Alexandru, Mihaela Dragomir, Helen Pain, Juan Pablo Hourcade, Eva Eriksson, Annalu Waller)
14. "Participatory Design for Children" - ACM IDC 2019 (co-organizers: Aurora Constantin, Jessica Korte, Jerry Alan Fails, Judith Good, Cristina Adriana Alexandru, Mihaela Dragomir, Helen Pain, Juan Pablo Hourcade, Eva Eriksson, Annalu Waller, and Franca Garzotto)
15. "Child-Computer Interaction SIG: Looking Forward After 18 Years" - ACM CHI 2020 (co-organizers: Alissa Antle, Juan Pablo Hourcade, Jerry Alan Fails, Ole Sejer Iversen, Panos Markopoulos, Glenda Reville)
16. International Workshop on Multimodal Conversational Agents for Individuals with Neurodevelopmental Disorders (held at the ACM International Conference on Multimodal Interaction (ICMI) October 2023 – Paris); with F. Catania, MIT; Tanya Talkar - MIT and Harvard University; Satrajit Ghosh - MIT and Harvard University; Thomas Quatieri - MIT and Harvard University; Benjamin Cowan - University College Dublin

## 2.9 Tutorials at International Conferences

1. "Hypertext and Data Bases" - at EP'91 - International Conference on Electronic Publishing, Lausanne, Switzerland, 1991 (with P. Paolini)
2. "Structured Design of Hypermedia Applications" - at ACM Multimedia'93 - ACM SIGGRAPH'93, Anaheim, CA, 1993 ( with P. Paolini)
3. "Systematic Analysis and Design of Hypermedia Applications" at ACM ECHT'94 - European Conference on Hypertext, Edinburgh, UK, Sept. 1994 (with P. Paolini)
4. "Systematic Analysis and Design of Hypermedia Applications" at ACM Multimedia'94 - S. Francisco, CA, Oct. 1994 ( with P. Paolini )
5. 1994 ( with P. Paolini )
6. "Systematic Analysis and Design of Museum Hypermedia" - at ICHIM'95 - International Cultural Heritage Informatics Meeting S. Diego, CA, Oct. 1995 (with P. Paolini)
7. "Systematic Design of Multimedia Applications" - at ACM Multimedia'95 - S. Francisco, CA, Nov. 1995 (with P. Paolini)
8. P. Paolini)
9. "How to read and evaluate Multimedia Applications" - at ACM Multimedia'95 - S. Francisco, CA, Nov. 1995 ( with P. Paolini )
10. "Reading and Evaluating Hypermedia Applications" at ACM Hypertext'96 - Washington D.C., March, 1996 ( with P. Paolini )
11. "Systematic Design of Multimedia Applications" at ACM Multimedia'96 - Boston, Nov. 1996
12. "Systematic Design of Hypermedia Applications" - at ACM Hypertext'97- Southampton (UK), April 1997
13. "Systematic Evaluation of Hypermedia Applications" - at ACM Hypertext'97- Southampton (UK), April 1997
14. "Systematic Design of Hypermedia Applications" - at ICHIM'97 - International Cultural Heritage Informatics Meeting (Paris, France) (with P. Paolini)
15. "Structured Hypermedia Evaluation" - at ACM Hypertext'99 - Darmstadt (G) (with M. Matera)
16. "Design of Cultural Hypermedia" and ""Evaluation of Cultural Hypermedia" - at ICHIM'99 - International Cultural Heritage Informatics Meeting - Washington , USA (with Paolini P.)
17. "Structured Design of Cultural Web Sites" - at ICHIM'01- International Cultural Heritage Informatics Meeting, Milano - Italy (with D. Bolchini)
18. "Usability Evaluation of Cultural Web Sites" - at Museums and the Web 2002 (Boston, May 2002) (with P. Paolini e N. Di Blas)
19. Paolini e N. Di Blas)

20. Design and Evaluation of Recommender Systems – Bridging the Gap between Algorithms and User Experience. International Conference on User Modeling, Adaptation, and Personalization (UMAP 2013) (Rome, June 2013) (with P. Cremonesi – Polimi and Pearl Pu, Echole Polytechnique Federale de Lausanne - EPFL)

## 2.10 Reviewer for International Journals

I am regular reviewer for:

- ACM Transactions on Information Systems (ACM)
- ACM Transaction on Computer Human Interaction (ACM)
- ACM Transactions on Interactive Intelligent Systems (ACM)
- ACM Transactions on the Web (ACM)
- ACM Computing Surveys (ACM)
- World Wide Web (Springer)
- International Journal of Web Engineering (Rinton Press)
- Journal of Systems and Software (Elsevier)
- International Journal of Arts and Technology (Inderscience Publishers)
- International Journal of Child-Computer Interaction (Elsevier)
- Journal of Visual Languages and Computing (Elsevier)
- International Journal of Human-Computer Studies (Elsevier)
- Multimedia Tools and Applications (Springer)
- Cognitive Systems Research (Elsevier)

## 2.11 Other National and International Roles

- 1995-1997 **CHAIR** of the **Working Group on "Hypertext and Hypermedia" of AICA** (Associazione Italiana per l'informatica ed il Calcolo Automatico)
- 1997-99 **EUROPEAN CHAIR of ACM SIGWEB** - ACM Special Interest Group on Hypermedia and the Web. The ACM Special Interest Group on Hypertext, Hypermedia and Web supports the multi-disciplinary field of hypermedia and other network-based approaches to modeling knowledge, including the World Wide Web. SIGWEB conferences and events provide opportunities for the promotion, dissemination, and exchange of ideas concerning research and application among scientists, practitioners, and users, with an emphasis on the development of methodologies and standards and the promotion of consensus within the field. The European Chair of SIGWEB supports the main chair in in the definitions of the general strategies of the SIG and in all SIG activities at EU level
- 2001-2003 Member of the **European Commission Working Group** on "Quality of cultural heritage digital applications" (appointed by the Italian Ministry of Cultural Heritage and the Presidency of EC)
- 2004-2007 Member of the **Board of Directors of Epoch - EC Research Network of Excellence** in Processing Open Cultural Heritage (IST-2002- 507382)
- Nov. 2012-2014 **CHAIR of the Italian Chapter of ACM SIGCHI** - ACM Special Interest Group on Computer Human Interaction.  
ACM SIGCHI Italy aims to promote a wider knowledge and interest in the scientific, technological, and design aspects that characterize HCI in both research and education. SIGCHI Italy counts around 400 members, belonging to both academia and industry. It organizes meetings, conferences, discussion groups and workshops, including a bi-annual conference, CHITALY, organized in cooperation with ACM.

## 2.12 Commissions of Trust

- 2021 – present **ERC – European Research Council** - Reviewer and Review Panel Member – P6 Starting and Consolidator Grants
- 2021 – present **ERC – European Research Council** – Proposals Mentor - P6 Starting and Consolidator Grants
- 2012 – 2018 **ERC – European Research Council** – P6 Reviewer and Review Panel Member - Starting and Consolidator Grants
- 2021-present Research Proposals Reviewer for **The European Science Foundation**
- 2021-present Research Proposals Reviewer for **Luxemburg National research Fund**
- 2020 Reviewer for **Swedish Research Council** - Consolidator Grants 2020
- 2018 Reviewer for **Spanish State Research Agency**
- 2017-2018: Reviewer for **SFI-Science Foundation Ireland**
- 2015-present Reviewer for **EC H2020 proposals**
- 2012-present Reviewer of industrial project proposals/project outcomes for Provincia Autonoma di Trento
- 2010 Member of the **Evaluation Panel of Microsoft Imagine Cup 2010** - World Finals (Warsaw, Poland )

### 3. TEACHING

#### 3.1 Academic Courses with a primary responsibility

(Past 20 years)

@POLIMI						
Institution name	Course name	CFU	Average Number of students	Reference Study Course	Time period	Evaluation
POLIMI	Hypermedia applications (web and multimedia)	5	120-270	Computer Science and Engineering Master Also offered to 4 different Masters programs in Engineering and 6 Masters in Design	Since 1998	Medium-High (depending on the years)
POLIMI	Advanced User Interfaces	5	80-98	Computer Science and Engineering Master Also offered to 3 different Masters programs in Engineering and 3 Masters in Design	Since 2006	Medium-High (depending on the years)
POLIMI	Interaction Design Studio/Applied Informatics	6	45-60	Master in Communication Design and Master in Digital Interaction Design	Since 1998	Medium
POLIMI	Le tecnologie interattive in una prospettiva centrata sull'utente: Design partecipativo e studi empirici	1	75	"Didattica Innovativa" Passion in Action Program @Polimi; course offered to Polimi Master Students in CSE and Design	Nov. 2019	High
POLIMI	Trattare di scienza: Introduzione (semi) seria alla divulgazione scientifica (2nd edition)	1	253	"Didattica Innovativa"- Passion in Action Program; course offered to all Polimi Students	April-May 2021	High
POLIMI	Trattare di scienza: Introduzione (semi) seria alla divulgazione scientifica (1st edition)	1	130	"Didattica Innovativa"- Passion in Action Program; course offered to all Polimi Students	April-May 2020	High
POLIMI	UNIVERSALMENTE – Hack your talent	1	65	"Didattica Innovativa"- (Hackaton) Passion in Action Program; course offered to all Polimi Students	April-May 2020	High

Institution name	Course name	CFU	No. of students	Reference Study Course	Time period	Evaluation
University of Tampere (FI)	Smart Objects and Smart Spaces	1	20	PhD Course (3 Days) at the CS Dept. of University of Tampere	June 2019	High

### 3.2 Summer Schools

I was Coordinator and Scientific Director of **3 international summer schools**, devoted to the students enrolled in the Master of Science in ICT at EIT (European Institute of Technology) partner universities, PhD students, industrial and academic researchers. Each school lasted for 2 weeks and was attended by approximately 30 participants.

- **"Interactive Technologies for Smart Spaces "** – held at Como (Villa del Grumello) and Politecnico di Milano, July 2022 – 5 CFU <https://lakecomoschool.org/wp-content/uploads/2023/12/UISE.pdf>
- **"IoT and Digital Interactive Smart Spaces "** – held at Politecnico di Milano, July 2023 – 5 CFU <https://summerschool.eitdigital.eu/iot-digital-interactive-smart-spaces>; <https://summerschool.eitdigital.eu/iot-digital-interactive-smart-spaces/schedule>
- **"Innovative Digital Technologies for Health "** – held at Politecnico di Milano, July 2023 – 5 CFU <https://summerschool.eitdigital.eu/innovative-digital-technologies-for-health> <https://summerschool.eitdigital.eu/innovative-digital-technologies-for-health/schedule>

### 3.3 Supervision of Master and Doctoral Students

(Past 10 years)

2012-present	Supervisor of <b>15 Master Thesis</b> of Polimi students at <b>University of Illinois in Chicago (USA)</b> (in the joint Master Polimi-UIC)
2013-2018	<b>Supervisor</b> of <b>2 Master Thesis</b> of Polimi students at the Ubiquitous Comp Lab. - <b>Georgia Inst. of Tech.</b> (USA)
2013 - present	<b>Thesis Advisor</b> of > <b>60</b> Master Students in Computer Science and Engineering at Politecnico di Milano
2015 - present	<b>Advisor</b> of > <b>10 Master Thesis Students at the School of Design</b> at Politecnico di Milano
2015 - present	<b>Advisor</b> of <b>18 Doctoral</b> Students at Politecnico Milano
2016 - 2019	<b>Advisor of 2 Doctoral Students</b> winners of <b>ROCCA Doctoral Fellowship at MIT</b> <a href="http://www.progettorocca.com/index.php/doctoral/">http://www.progettorocca.com/index.php/doctoral/</a>
2017	<b>Supervisor</b> of 2 Master thesis of Polimi students at Univ. Pompeu Fabra (Barcelona) and at Univ. of Lisbon
2017-present	<b>Opponent Member</b> of <b>10 Doctoral Examination Committees</b> at: 1 at University of Tampere (FI); 1 at Free University of Brussels (Belgium); 3 at University Pompeu Fabra (Spain); 3 at University of Lisbon (Portugal); 1 at University of Madeira (Portugal); 1 at University of Essex (UK)
2017 - present	<b>Advisor</b> of <b>6 Post-doctoral researchers</b>
2018 – present	<b>Principal Academic Tutor</b> of <b>3 ASP</b> (Alta Scuola Politecnica) Project Teams, for a total of > <b>25 Students</b> attending different Master Programs at Polimi <a href="https://www.deib.polimi.it/eng/asp-programme">https://www.deib.polimi.it/eng/asp-programme</a>
2018 - present	<b>Thesis Supervisor</b> of > <b>30 EIT Digital Master students</b> - at Technical Univ. of Berlin, KTH - Royal Institute of Technology Sweden, Aalto University Finland, and University of Paris Sud France
2019 - 2020	<b>Co-advisor</b> of <b>1 MSCA</b> (Marie Skłodowska-Curie) <b>PhD student</b> in computational psycho-linguistics

### 3.4 Hosting and Supervision of Foreign Researchers, PhD/Master Students

Since 2010 I have hosted at i3lab:

-4 Senior Researchers from

University of Tokyo (Japan)

University of Tampere (Finland)

University Pompeu Fabra (Spain)

Catholic University of Rio de Janeiro (Brazi)

- 1 Post doc from University of Paris Sud (France)

I have supervised:

- 3 Visiting Master Students from MIT (Rocca Program)

- 1 Visiting PhD Student from University Pompeu Fabra

## 4. RESPONSIBILITY IN COMPETITIVE RESEARCH PROJECTS

### 4.1 Past 10 years

Project Title	Time Period	Funding Institution	Funding Program	My Role	My funding in the project (in eu)
Hear&Act	2024-2026	Ministero delle Imprese e del Made in Italy	Fondo per lo sviluppo di tecnologie e applicazioni di intelligenza artificiale, blockchain e internet of things	Scientific Coordinator; Responsible of WP2 and WP33	90.000
TELL- A technology-driven linguistic intervention for children with language and literacy weaknesses	2023-2025	Italian Ministry of University and Research	PRIN	UNIT PI Leader of Task 2 and Task 4	69.700
COMUTTI- Engineering voice-based models and interfaces for enhancing the speech therapy of minimally-verbal children with autism and their communication	2023-2025	EC	HORIZON-MSCA-2022 (Postdoctoral Fellowships - Global Fellowships)	Project Coordinator	175.373
MOOVY-The Grammar in your Hands	November 2022-October 2023	Polimi Polihub	Switch2Product	Team Member and Financial Manager	30.000
AMIDEL-Agenti Multimodali Intelligenti per interventi valutativi e terapeutici nei bambini con Disturbi Evolutivi del Linguaggio	2023-2024	Fondazione Ivo Falck	N/A	Project Coordinator	150.000
PNNR Project MUSA – Multilayered Urban Sustainability Action – Spoke 6 (Innovation for Sustainable and Inclusive Societies)	October 2022-September 2025	EC	National Recovery and Resilience Plan (NRRP), Mission 4, Component 2 Investment 1.4	Participant in Spoke 6/Task 2.2 (Empowerment of persons with disabilities)	180.000
ACTIVE3 – Everyone, Everywhere, Everyday	October 2022-September 2024	Fondazione Cariplo + Regione Lombardia	Emblematic Program	Leader in WP3/T1: "Platform for inclusion/ Multisensory Spaces"	55.000
INCLUDE- AI enhanced mobile solutions for charities	Jan. 2022-Dec 2022	EC	EIT Digital	Project Coordinator	120.000
International Summer School "Innovative Digital Technologies for Health"	Jan. 2023-Dec 2023	EC	EIT Digital	Project Coordinator	65.000
International Summer School "IoT and Digital Interactive Technologies for Smart Spaces "	Jan. 2023-Dec 2023	EC	EIT Digital	Project Coordinator	65.000
International Summer School "Digital Interactive Technologies for Smart Spaces "	Jan. 2022-Dec 2022	EC	EIT Digital	Project Coordinator	70.000
5A- Autonomie per l'Autismo Attraverso realtà virtuale, realtà	March. 2021-Marc 2023	TIM Foundation	Programma TIM "Liberi di Comunicare"	Project Coordinator	200.000 eu

umentata, e Agenti conversazionali					
SARA+- Smart Social Robots for the Elderly	Jan. 2021-Dec. 2021	EC	EIT Digital	WP Leader	80.000
ART- Augmented Reality for Tourism	Sept. 2020-Dec. 2021	EC	EIT Digital	WP Leader	115.000
COVID 19- UNUS TERRA	Aug. 2020-Dec. 2020	EC	EIT Digital	WP Leader	120.000
COVID 19-DLUB- Don't Let Us Behind	Aug. 2020-Dec. 2020	EC	EIT Digital	Scientific Coordinator	130.000
Marie Curie International Training Network "MULTIMIND"	Jan 2020-Dec 2022	EC	MSCA	Academic Internship Provider	N/A
LETSSAY - Conversational Technology for Speech and Language Therapy	Sept 2019-Dec. 2020	EC	EIT Digital	Scientific Coordinator	225.500
TWB - Therapeutic Services based on Wearable Virtual Reality and Bio-sensors	Sept. 2017-Dec. 2019	EC	EIT Digital	Scientific Coordinator	407.220
VOXANA - Voice Analytics for Brand	Sept. 2018-Dec. 2019	EC	EIT Digital	WP Leader	141.000
PLET - Smart Toys	Jan-Dec 2018	EC	EIT Digital	Scientific Coordinator	236.625
CAB-Connected Analytics for Brand	Sept. 2017-Dec. 2018	EC	EIT Digital	WP Leader	193.000
Street Smart Retail	Jan. 2015-Dec. 2016	EC	EIT Digital	WP Leader	150.000
SACRE-Socially Assistive Cognitive Robotics for the Elderly	December 2016-January 2018	IBM	<i>IBM Faculty Award</i>	Project Coordinator	15.000
3Cixty	Jan. 2014-Dec. 2015	EC	EIT Digital	WP Leader	260.000
Smart Street	Jan-Dec 2014	EC	EIT Digital	WP Leader	122.000
P3S - Playful Supervised Smart Spaces	Jan-Dec 2013	EC	EIT Digital	Project Coordinator	190.000
M4ALL - Motion-based adaptable learning for children with disabilities	Sept. 2012-Aug. 2014	EC	LLP-Life Long Learning Program	Project Coordinator	85.000
Bodily Interaction on the cloud for Remote Therapy of Motor and Intellectual Disability	December 2013-January 2014	IBM	<i>IBM Faculty Award</i>	Project Coordinator	18.000
PLC - Playful Learning on the Cloud	Jan-Dec 2013	EC	EIT ICT Labs	Project Coordinator	120.000
PREATY - Proposing modern E-Assessment approaches and Tools to Young and experienced in-service teachers	Sept. 2012-Aug. 2014	EC	LLP-Life Long Learning Program	WP Leader	80.000

## 4.2 Previous Years

**Scientific coordinator of MEDINA (MEDiterranean by INternet Access) - Project #314 - EC EUMEDIS Program - 2000-2003 (Funding: 150 keu)**

**Workpackage Responsible** in EC funded projects:

- OPENDRAMA (The Digital Heritage of Opera in the Open Network Environment )- Project # IST-2000-28197 - EC FP5 Program - 2001-2003
- EPOCH (European Research Network on Excellence in Processing Open Cultural Heritage) - Project # 507382 - EC Program FP6-IST 2004-2007
- E-LEN (A Network of E-LearNing Centers) Project # 101421-CP-1-2002-1-CYEC SOCRATES/MINERVA Program (OCL and ICT in Education) - 2002-2004



- ADAPT (Adaptivity and adaptability in ODL based on ICT) – Project #101144-CP-1-2002-1-NL- EC SOCRATES - MINERVA Program (OCL and ICT in Education) - 2002-2004
- TELL (Towards Effective network supported coLLaborative learning activities) - Project #EAC/61/03/GR009 - EC e-learning Programme - 2004-2005
- MAPS (Marketing Activities for the Promotion of Syrian Cultural Heritage) Project # 119756 - EC Program EUROPE AID - 2005-2006
- EDUCOMICS (Using Web Comics in Education) Project #142424-2008 - EC Lifelong Learning Programme (Sub-programme: Multilateral Projects) 2008-2010
- PREATY (PRoposing modern E-Assessment approaches and Tools to Young and experienced in-service teachers ) - Project # 526965- LLP-1-2012-1-GR-COMENIUS-CMP) EC Lifelong Learning Programme ( Sub-programme: Multilateral Projects ) - 2012-2014
- UVA (Ubiquitous Web Applications) - Project #25131IST-2000-25131 - EC FP5-IST Program - 2001- 2003
- HYPERTOUR (A Hypermedia platform combining an organisational framework and a methodology for the exploitation and promotion of Tourism in Europe of 2000) - # Project 17214 - EC FP5-IST - 2000-2002
- SIT-MOON (System of integrated tools for the creation of multimedia contents delivered off-line and on-line) - Project #25652 - EC FP4-ESPRIT 4 Program - 1997-99
- SIMOS (Supporting Interactive Multimedia On-line Services) - Project # 20979 - EC FP4-ESPRIT 4 Program - 1997-99
- MINERS (Editorial Platform for Cultural Heritage and Ancient Manuscripts) Project #1168 - EC ESPRIT 3 Program -1993-96
- HIFI (Hypertext Interface For Information: multimedia and relational databases ) - Project # 1060 - EC ESPRIT 2 Program 1992-94
- HYTEA (Hypertext Authoring) - Project # 5252- EC ESPRIT 3 Program 1992-94
- SUPERDOC (SUPER DOCument ) - Project # 2170 - EC ESPRIT 2 Program 1991-93
- INDOC (INtelligent DOCument Generation) - Project # 1542 - EC ESPRIT 1 Program - 1987-89

### 4.3 Leadership in Industry-funded Research Projects

Project Acronym	Time Period	Funding Company	F. Garzotto's Role	Funding in eu (F. Garzotto only)
Multi-sensorial highly-intensive interactive services for sustainable smart life	2022	TIM/TELECOM ITALIA	Project Coordinator	30.000
Gesture-Based Interaction with Home Appliances	2014	CANDY/HOOVER	Project Coordinator	25.000
Smart Spaces	2013-2014	TIM/TELECOM ITALIA	Project Coordinator	95.000

### 4.3 Funding for PhD Grants

#### Industry-funded PhD grants

2013: PhD grant "Smart Retail Environments"- funded by TIM/TELECOM ITALIA

2016: PhD grant "Internet of Products" – funded by TIM/TELECOM ITALIA

2018: PhD Grant "Cognitive Computing for Cognitive Disability; funded by EIT Digital & IBM Italia

2019: PhD Grant "Augmented and Mixed Reality Multiuser Applications for persons with mental, emotional, and relational disability" – funded by EIT Digital & Healthy Reply SpA

2020: PhD grant "Methods, Technologies and Services for Interaction Intensive Mixed Reality Environments"- funded by EIT Digital & TIM/TELECOM ITALIA funded by TIM/TELECOM ITALIA

2021 PhD Grant "Tangible Internet services for 5G-enabled digital spaces"

#### Polimi-funded PhD grants

2017. Interdepartmental PhD grant "Multisensory multimodal interaction technology and design for people with Neurodevelopmental Disorder"

#### PNRR-funded PhD grants

2023-2026 PhD grant "Multimodal multisensory environments for children with neurocognitive disorders"

2022-2025 PhD grant "Persuasive Conversational Agents for Environmentally Sustainable Behavior"

#### PhD grants cofounded with other universities

2020: Inter-University PhD Grant "Using immersive environments and Virtual Reality in assessment and promotion of linguistic and cognitive skills among children and adolescents with language disorders and disorders in the autism spectrum"- - co-funded with the Dept. of Psychology, University of Milano Bicocca

## 5. TECHNOLOGY TRANSFER

### Co-founder of **INCLUSIO** srl

Founded in May 2022, Inclusion was acknowledged as **SPIN-OFF of Politecnico di Milano** in July 2022 .

Investors: EIT DIGITAL + RnBGate srl + 4 private investors

INCLUSIO operates in the field of assistive and inclusive technology. It develops digital services for charities and social care institutions as well as interactive products for therapeutic centers specialized in cognitive assessment and rehabilitation.

Team Member of project “**MOOVY**” (a tangible system for training children with language disorder).

MOOVY was:

**Winner of S2P (Switch to Product) 2022** (<https://s2p.it/en/home-s2p-english/>) (selected among 200 participant projects) - receiving **30.000 eu** prize for transforming the prototype into product

**Finalist at StartCup Lombardia 2022** (<https://www.startcuplombardia.it/>) – one of the top 12 teams selected from >110 applications

## 6. INSTITUTIONAL RESPONSIBILITIES @POLIMI

2010-present **Director of i3lab** (<https://i3lab.polimi.it/>) at DEIB

2014-2019 **Rector’s Representative** for Polimi in the **Italian Node Steering Committee of EIT Digital**

2015-Present **Member** of “Commissione Regolamento Didattico” in Information and Computer Engineering at Polimi

2016-present DEIB representative at the **Inter-departmental Laboratory “ED-ME”**

2017-Present **Polimi Coordinator** of **EIT Digital International Master** in Human-Computer Interaction and Design (HCID) <https://masterschool.eitdigital.eu/programmes/hcid/>

2017- present **Coordinator** of **IEDIE** - The Internal Erasmus in Design and Information Engineering at Polimi <http://hoc12.elet.polimi.it/erasmusinterno/>

2017-2109 **Polimi Coordinator** of **EIT Digital International Doctoral School**

2022-present **Responsible of UOR** (Unita’ Operativa e di Ricerca) “**Cognitive Engineering**” in REHAB-TECH LAB - the Strategic Program POLIMI – IRCCS E. MEDEA “

## 7. SCIENTIFIC DISSEMINATION AND PUBLIC ENGAGEMENT

Active organization of and participation to scientific dissemination events and public engagement experiences, at:

- Polimi Open Day (every year, since 2015)
- DEIB Open Day (every year, since 2016)
- Milan Digital Week (every year, since 2017)
- Meet-me-Tonight – The European Night of Research (every year, since 2016)
- Genova Science Festival (2019 and 2020)

## 8. COMPLETE LIST OF PUBLICATIONS

### 8.1 Journal Papers

(Journal ranking source: SCIMAGO <https://www.scimagojr.com/>; in the following list, ranks are mentioned ONLY for Q1 and Q2 journals)

F. Garzotto, M. Gianotti, A. Patti, F. Pentimalli, F. Vona. 2024  
Empowering Persons with Autism through Cross-Reality and Conversational Agents.  
*Conditionally accepted for publication (minor revisions)* in IEEE Transactions on Visualization and Computer Graphics (TVCG) **(Journal Rank: Q1)**

Eleonora Aida Beccaluva, Fabio Catania, Fabrizio Arosio & Franca Garzotto (2024)  
Predicting developmental language disorders using artificial intelligence and a speech data analysis tool. *Human-Computer Interaction*, 39:1-2, 8-42, DOI: 10.1080/07370024.2023.2242837 **(Journal Rank: Q1)**

Micol Spitale, Silvia Silleresi, Franca Garzotto and Maja J Matarić.  
Using Socially Assistive Robots In Speech-Language Therapy For Children With Language. In *International Journal of Social Robotics* - 15 (9), 1525-1542 doi: 10.1007/s12369-023-01028-7 **(Journal Rank: Q1)**

Fabio Catania, Micol Spitale, and Franca Garzotto. 2023.  
Conversational Agents in Therapeutic Interventions for Neurodevelopmental Disorders: A Survey. *ACM Comput. Surv.* 55, 10, Article 209 (October 2023), 34 pages. <https://doi.org/10.1145/3564269> **(Journal Rank: Q1)**

S. Pidó, P. Pinoli, P. Crovari, F. Ieva, F. Garzotto and S. Ceri, 2023  
"Ask Your Data—Supporting Data Science Processes by Combining AutoML and Conversational Interfaces," in *IEEE Access*, vol. 11, pp. 45972-45988, 2023, doi: 10.1109/ACCESS.2023.3272503. **(Journal Rank: Q1)**

Eikerling, M.; Andreoletti, M.; Secco, M.; Luculli, B.; Cha, G.; Castro, S.; Gazzola, S.; Sarti, D.; Garzotto, F.; Guasti, M.T.; Lorusso, M.L. 2023  
Remote Screening for Developmental Language Disorder in Bilingual Children: Preliminary Validation in Spanish–Italian Speaking Preschool Children. *Appl. Sci.* 2023, 13, 1442. <https://doi.org/10.3390/app1303144> **(Journal Rank: Q2)**

Catania, F., Garzotto, F. 2022  
A conversational agent for emotion expression stimulation in persons with neurodevelopmental disorders. *Multimedia Tools Appl* (2022). <https://doi.org/10.1007/s11042-022-14135-w> **(Journal Rank: Q1)**

Beccaluva, E., Riccardi, F., Gianotti, M., Barbieri, J., & Garzotto, F. (2022).  
VIC—A Tangible User Interface to train memory skills in children with Intellectual Disability. *International Journal of Child-Computer Interaction*, 32, 100376 **(Journal Rank: Q1)**

Eikerling, M.; Secco, M.; Marchesi, G.; Guasti, M.T.; Vona, F.; Garzotto, F.; Lorusso, M.L. 2022  
Remote Dyslexia Screening for Bilingual Children. *Multimodal Technol. Interact.* 2022, 6, 7.  
<https://doi.org/10.3390/mti6010007> **(Journal Rank: Q2)**

Pidò, S., Crovari, P. & Garzotto, F. 2021  
Modelling the bioinformatics tertiary analysis research process. *BMC Bioinformatics* 22, 452 (2021).  
<https://doi.org/10.1186/s12859-021-04310-5> **(Journal Rank: Q1)**

Gelsomini, M., Spitale, M. & Garzotto, F. 2021  
Phygital interfaces for people with intellectual disability: an exploratory study at a social care center. *Multimed Tools Appl* 80, 34843–34874 (2021). <https://doi.org/10.1007/s11042-021-11164-9> **(Journal Rank: Q1)**

Pietro Crovari, Sara Pidò, Pietro Pinoli, Anna Bernasconi, Arif Canakoglu, Franca Garzotto, and Stefano Ceri. 2021.  
GeCoAgent: A Conversational Agent for Empowering Genomic Data Extraction and Analysis. *ACM Trans. Comput. Healthcare* 3, 1, Article 3 (January 2022), 29 pages. <https://doi.org/10.1145/3464383> **(Journal Rank: Q2)**

Alissa N. Antle, Juan Pablo Hourcade, Jerry Alan Fails, Franca Garzotto, Michail Giannakos, Panos Markopoulos, Andrea Palumbos, and Janet C. Read. 2019  
Designing for uprooted children: issues, challenges, and opportunities.

*interactions* 26, 6 (November - December 2019), 76–79. DOI:<https://doi.org/10.1145/3360339>

B. Aruanno, F. Garzotto. 2019

“MemHolo: Mixed Reality Experiences for Subjects with Alzheimer’s Disease”

*Multimedia Tools and Applications* 78, 13517–13537 (2019). <https://doi.org/10.1007/s11042-018-7089-8>

**(Journal Rank: Q1)**

Franca Garzotto and Mirko Gelsomini. 2018

"Magic Room: A Smart Space for Children with Neurodevelopmental Disorders".

*IEEE Pervasive Computing*, Vol. 1, Issue 1 Jan.-Mar. 2018 pp 28-38 - DOI: 10.1109/MPRV.2018.011591060 – IEEE 2018

**(Journal Rank: Q2 (Q1 after 2020))**

Maria Soledad Pera, Jerry Alan Fails, Mirko Gelsomini, Franca Garzotto 2018

Building Community: Report on KidRec Workshop on Children and Recommender Systems at RecSys 2017.

*ACM SIGIR Forum* 52(1): 153-161(2018)

**(Journal Rank: Q1)**

Cremonesi, P., Elahi, M. & Garzotto, F. 2017

User interface patterns in recommendation-empowered content intensive multimedia applications.

*Multimedia Tools and Applications* (2017) 76: 5275. doi:10.1007/s11042-016-3946-5 -Springer

**(Journal Rank: Q1)**

Marzia De Giorgi, Franca Garzotto, Mirko Gelsomini, Giulia Leonardi, Simone Penati, Noëlie Ramuzat, Jacopo Silvestri, and Francesco Clasadonte. 2016

Puffy - an Inflatable Mobile Interactive Companion for Children with Neurodevelopmental Disorders. In *IEEE Spectrum* (online IEEE Journal)

[http://spectrum.ieee.org/automaton/robotcs/industrial-robots/video-friday-morphing-wheels-soft-inflatable-robot-snipe-nano-quadrotor?bt\\_alias=eyJ1c2VySWQjOiAiYTUyNjJkM2UtZjlkOS00NTVlThhZGQtNmQ1NmI0MWRINGE1In0%3D&utm\\_medium=Email&utm\\_source=Tech+Alert&utm\\_campaign=TechAlert\\_06-08](http://spectrum.ieee.org/automaton/robotcs/industrial-robots/video-friday-morphing-wheels-soft-inflatable-robot-snipe-nano-quadrotor?bt_alias=eyJ1c2VySWQjOiAiYTUyNjJkM2UtZjlkOS00NTVlThhZGQtNmQ1NmI0MWRINGE1In0%3D&utm_medium=Email&utm_source=Tech+Alert&utm_campaign=TechAlert_06-08)

Yashar Deldjoo, Mehdi Elahi, Paolo Cremonesi, and Franca Garzotto. 2016

Content-Based Video Recommendation System Based on Stylistic Visual Features.

*Journal on Data Semantic* (2016) 5: 99. doi:10.1007/s13740-016-0060-9 – Springer **(Journal Rank: Q1)**

Garzotto F. and A. Sabiescu 2014

“Editorial of the Special Issue on Interactive storytelling for children”

*Int. Journal on Arts and Technology*, Vol. 7, No. 1, 2014 p.1-4 **(Journal Rank: Q1)**

Garzotto F. 2014

“Interactive storytelling for children: a survey”

*Int. Journal on Arts and Technology*, Vol. 7, No. 1, 2014 – p. 5-16 DOI: 10.1504/IJART.2014.058940 **(Journal Rank: Q1)**

Paolo Cremonesi, Franca Garzotto, Roberto Turrin (2012).

Investigating the Persuasion Potential of Recommender Systems from a Quality Perspective: an Empirical Study.

*ACM Transactions on Interactive Intelligent Systems*, vol. 2, p. 1-41, ISSN: 2160-6455, doi:10.1145/2209310.2209314 **(Journal Rank: Q2)**

Garzotto F., M. Bordogna (2012).

Paper-based Multimedia Interaction and Disabled Children: From Experience to Learning-for-All.

*International Journal Of Arts And Technology*, vol. 5, p.126-150 , ISSN: 1754-8853, doi: 10.1504/IJART. 2012.046271 058940 **(Journal Rank: Q1)**

F. Garzotto (2011).

Enterprise Frameworks for Data Intensive Web Applications: an End-User Development Model Based Approach.

*Journal Of Web Engineering*, vol. 10, p. 87-108, ISSN: 1540-9589

- Di Blas N., Garzotto F., Poggi C. (2009).  
Web Engineering at the frontiers of the Web 2.0: Design Patterns for online 3D Multiuser Spaces.  
World Wide Web Journal, vol. 12, p. 345-379, ISSN: 1085-2301, doi: 10.1007/s11280-009-0065-5
- W. Schwinger, W. Retschitzegger, A. Schauerhuber, G. Kappel, M. Wimmer, B. Proll, C. Cachero Castro, S. Casteleyn, O. deTroyer, P. Fraternali, I. Garrigos, F. Garzotto, A. Ginige, G. J. Houben, N. Koch, N. Moreno, O. Pastor, P. Paolini, V. Pelechano Ferragud, G. Rossi, D. Schwabe, A. Vallecillo, K. van der., (2008).  
A survey on web modeling approaches for ubiquitous web applications.  
International Journal Of Web Information Systems, vol. 4, p. 234-305, ISSN: 1744-0084
- F. Garzotto, D. Bolchini (2008).  
Quality and Potential for Adoption of Web Usability Evaluation  
Methods: An Empirical Study on MILE+.  
Journal of Web Engineering, vol. 7, p. 299-317, ISSN:1540-9589
- D. Bolchini, N. Di Blas, F. Garzotto, P. Paolini, A. Torrebruno (2007).  
Simple, Fast, Cheap: Success Factors for Interactive Multimedia Tools.  
PSYCHOLOGY Journal, vol. 5, p. 253-269, ISSN: 1720-7525
- Garzotto F., Perrone V. (2007).  
Industrial acceptability of Web design methods: an empirical study.  
Journal Of Web Engineering, vol. 6, p. 73-96, ISSN: 1540-9589
- Garzotto F., Retalis, A. Oaoasalouros, K. Siassiouakos (2005).  
Patterns for designing Adaptable/Adaptive Educational Hypermedia.  
Advanced Technology For Learning, vol. 1, p. 193-201 , ISSN : 1710-2251
- M. Costabile, A. De Angeli, F. Garzotto, M. Matera, P. Paolini (2003).  
On the Advantages of a Systematic Inspection for Evaluating Hypermedia Usability.  
International Journal Of Human-Computer Interaction, vol. 15, p. 315-336, ISSN: 1044-7318, doi: 10.1207/S15327590  
IJHC1503\_01 (**Journal Rank: Q2**)
- Garzotto F, Paolini P., Savino P. (2002).  
Using & Re-using Archive Information for Multimedia Applications: the Virtual Museum of Italian Computer Science History  
In Archives and Museum Informatics.  
ARCHIVES & MUSEUM INFORMATICS, vol. 5 (1), p. 20-37, ISSN: 1042-1467
- M. Costabile, F. Garzotto, M. Matera, P. Paolini (2002).  
"SUE inspection: an effective method for systematic usability evaluation of hypermedia," in *IEEE Transactions on Systems, Man, and Cybernetics - Part A: Systems and Humans*, vol. 32, no. 1, pp. 93-103, Jan. 2002, doi: 10.1109/3468.995532.  
**(Journal Rank Q1)**
- Franca Garzotto, Maristella Matera, (1997).  
A Systematic Method for Hypermedia Usability Inspection. *The New Review Of Hypermedia And Multimedia*, vol. Vol. 3, p. 39-65, ISSN: 1361-4568
- Garzotto F. , L. Mainetti, P. Paolini (1996).  
Navigation in Hypermedia Applications: Modelling and Semantics. *Journal of organizational computing and electronic commerce*, vol. 6, p. 211-237 , ISSN : 1091-939
- Garzotto F. , Mainetti L., Paolini P. (1995).  
Hypermedia Design, Analysis, and Evaluation Issues.  
COMMUNICATIONS OF THE ACM, vol. 38, p. 74-86, ISSN: 0001-0782, doi: 10.1145/208344.208349 1994  
**(Journal rank: Q1)**
- Garzotto F. , Paolini P., Schwabe D. (1993).  
HDM - A Model Based Approach to Hypermedia Application Design. *ACM Transactions on Information Systems*, vol. 11, p. 1-26, ISSN: 1046-8188, doi: 10.1145/151480.151483 (**Journal rank: Q1**)

Cavallaro, U., Garzotto, F., Paolini, P., Totaro, D. (1993).

HIFI: Hypertext interface for information systems . IEEE SOFTWARE, vol. 10, p. 48-51, ISSN: 0740-7459, doi: 10.1109/52.241967

**(Journal rank: Q1)**

Garzotto F. , A. Caloini, P. Paolini, D. Schwabe (1992).

Hypertext Development Using a Model-Based Approach.

Software, Practice and Experience, vol. 22, p. 937-962, ISSN: 1097-024X, doi: 10.1002 /spe. 4380221103 **(Journal rank: Q1)**

## 8.2 Conference Papers

Conference ranking source: CORE <https://www.core.edu.au/conference-portal>)

A\*= 7.47% of 803 ranked venues; A=14.45% of 803 ranked venues; B=27.77% of 803 ranked venues

### 8.2.1 CORE rating A\*, A

F. Garzotto, M. Gianotti, A. Patti, F. Pentimalli, F. Vona. 2024

Empowering Persons with Autism through Cross-Reality and Conversational Agents.

*Accepted for presentation* at IEEE VR 2024 (the 31st IEEE Conference on Virtual Reality and 3D User Interfaces Orlando FL March 2024) **(Conference rank: A\*)**

F. Garzotto, A. M. Giudici, P. Crovari, F. Garzotto. Delivering Green Persuasion Strategies with a Conversational Agent: a Pilot Study. Proc. Proceedings of the 57th Hawaii International Conference on System Sciences IEEE HICSS-57 2024 811-820 – *to appear* **(Conference rank: A)**

Fabio Catania, Tanya Talkar, Franca Garzotto, Benjamin R. Cowan, Thomas F. Quatieri, and Satrajit Ghosh. 2023.

Multimodal Conversational Agents for People with Neurodevelopmental Disorders. In Proceedings of the 25th International Conference on Multimodal Interaction (ICMI '23). Association for Computing Machinery, New York, NY, USA, 824–825. <https://doi.org/10.1145/3577190.3617133> **(Conference rank: A)**

Juan Pablo Hourcade, Meryl Alper, Alissa N. Antle, Gökçe Elif Baykal, Elizabeth Bonsignore, Tamara Clegg, Flannery Hope Currin, Christian Dindler, Eva Eriksson, Jerry Alan Fails, Franca Garzotto, Michail Giannakos, Carina S. Gonzalez, Ole Sejer Iversen, Monica Landoni, Nuria Medina Medina, Chris Quintana, Janet Read, Maria Roussou, Elisa Rubegni, Summer Schmuecker, Suleman Shahid, Cristina Maria Sylla, Greg Walsh, Svetlana Yarosh, and Jason Yip. 2023.

Developing Participatory Methods to Consider the Ethics of Emerging Technologies for Children. In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23). Association for Computing Machinery, New York, NY, USA, Article 511, 1–3. <https://doi.org/10.1145/3544549.3583172> **(Conference rank A\*)**

Francesco Vona, Francesca Pentimalli, Fabio Catania, Alberto Patti, and Franca Garzotto. 2023.

Speak in Public: an Innovative Tool for the Treatment of Stuttering through Virtual Reality, Biosensors, and Speech Emotion Recognition. In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23). Association for Computing Machinery, New York, NY, USA, Article 255, 1–7. <https://doi.org/10.1145/3544549.3585612> **(Conference rank A\*)**

C. Pacelli, T. Kinkini, D. S. P. H. Geeganage, M. Spitale, E. Beccaluva and F. Garzotto, 2022

"How Would You Communicate With a Robot?": People with Neurodevelopmental Disorder's Perspective," 2022 17th ACM/IEEE International Conference on Human-Robot Interaction (HRI), 2022, pp. 968-972, doi: 10.1109/HRI53351.2022.9889360. **(Conference Rank: A)**

E. Toscano, M. Spitale and F. Garzotto, "Socially Assistive Robots in Smart Homes: Design Factors that Influence the User Perception," 2022 17th ACM/IEEE International Conference on Human-Robot Interaction (HRI), 2022, pp. 1075-1079, doi: 10.1109/HRI53351.2022.9889467 **(Conference Rank: A)**

Eleonora Aida Beccaluva, Fabiano Riccardi, Giulia Bettelli, Lukasz Moskwa, Mariagiovanna Di Iorio, Francesco Riccardo Di Gioia, Eleonora Pasqua, Fabrizio Arosio, Maria Teresa Guasti, and Franca Garzotto. 2022.

Grasping the Grammar with Moovy: a Tangible User Interface to Train Linguistic Skills in Children. In Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (CHI EA '22). Association for Computing Machinery, New York, NY, USA, Article 294, 1–7. <https://doi.org/10.1145/3491101.3519733> **(Conference Rank: A\*)**

- M. Vergari, T. Kojić, F. Vona, F. Garzotto, S. Möller, J.N. Voigt-Antons. 2021  
Influence of Interactivity and Social Environments on User Experience and Social Acceptability in Virtual Reality, 2021 *IEEE Virtual Reality and 3D User Interfaces (IEEE VR)*, pp. 695-704, doi: 10.1109/VR50410.2021.00096. **HONORABLE MENTION PAPER (Conference Rank: A\*)**
- Fabio Catania, Pietro Crovari, Eleonora Beccaluva, Giorgio De Luca, Erica Colombo, Nicola Bombaci, and Franca Garzotto. 2021.  
Boris: a Spoken Conversational Agent for Music Production for People with Motor Disabilities. In *CHIItaly 2021: 14th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly '21)*. Association for Computing Machinery, New York, NY, USA, Article 28, 1–5. DOI:<https://doi.org/10.1145/3464385.3464713> **(Conference Rank: A\*)**
- F. Catania, M. Spitale, F. Garzotto 2021  
Toward the Introduction of Google Assistant in Therapy for Children with Neurodevelopmental Disorders: An Exploratory Study. Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems. Association for Computing Machinery, New York, NY, USA, Article 272, 1–7. DOI:<https://doi.org/10.1145/3411763.3451666> **(Conference Rank A\*)**
- M. Spitale, S. Silleresi, G. Leonardi, F. Arosio, B. Giustolisi, M.T. Guasti, F. Garzotto  
Design Patterns of Technology-based Therapeutic Activities for Children with Language Impairments: A Psycholinguistic-Driven Approach. Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems. Association for Computing Machinery, New York, NY, USA, Article 398, 1–7. DOI:<https://doi.org/10.1145/3411763.3451775> **(Conference Rank A\*)**
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